

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

**Stiles, Keeler, Berens**  
male Human Cleric (Warpriest)

Medium

0

Age Height Weight Size Deity

Total XP 1000

### Defenses

<b>18</b>	<b>14</b>	<b>13</b>	<b>17</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 13 )	<b>26</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
<b>6</b>	<b>9</b>

Current Conditions:

### Combat Statistics and Senses

Initiative	<b>0</b>
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Conditional Modifiers:

Speed	<b>5</b>
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Passive Insight	<b>20</b>
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Passive Perception	<b>15</b>
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Special Senses: Low-light

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

### Second Wind (one per encounter)

Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

### Death Saving Throw Failures

**Saving Throw Mods** 0

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Mace

<b>2</b>	<b>1d8</b>
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Strength vs. AC

Damage

#### Ranged

Crossbow

<b>2</b>	<b>1d8</b>
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Dexterity vs. AC

Damage

### Languages

Common, Goblin

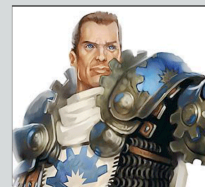


### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>11</b>	0
<b>CON</b> Constitution	<b>14</b>	2
<b>DEX</b> Dexterity	<b>10</b>	0
<b>INT</b> Intelligence	<b>10</b>	0
<b>WIS</b> Wisdom	<b>20</b>	5
<b>CHA</b> Charisma	<b>8</b>	-1

### Skills

Skill	Ability	Modifier
Acrobatics	Dexterity	-3
Arcana	Intelligence ✓	10
Athletics	Strength	-3
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	5
Endurance	Constitution	-1
Heal	Wisdom ✓	10
History	Intelligence ✓	10
Insight	Wisdom ✓	10
Intimidate	Charisma	-1
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence ✓	10
Stealth	Dexterity	-3
Streetwise	Charisma	-1
Thievery	Dexterity	-3



Stiles, Keeler, Berens

Player Name

Character Name

**Character Details**

**Background**

**Theme**

**Mannerisms and Appearance**

**Personality Traits**

**Adventuring Company**

**Companions and Allies**

**Session and Campaign Notes**

Other Notes

**Equipment**

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Mace

Waist

Armor

Chainmail

Tattoo

Feet

Ki Focus

**Other Equipment**

Adventurer's Kit  
Crossbow  
Crossbow Bolts (20)

Total Weight (lbs.)

100

Carrying Capacity (lbs.)

Treasure

4 gp  
0 gp banked

Normal

110

Heavy

220

Max

550

# Stiles, Keeler, Berens



Player Name

Character Name

## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Channel Divinity (Oghma)

Gain the knowledge to spread power

### Oghma Domain Features and Powers

You can use Wis instead of Int when making an Int-based skill check; when you use healing word each ally in the burst gains +1 to their next saving throw before end of your next turn

## Feats

### Low-Light Adaptation

You gain low-light vision

### World Serpent's Grasp

Whenever you hit a slowed or immobilized target with an attack, you can knock it prone.

## Stiles, Keeler, Berens

Level 1 Human Cleric (Warpriest)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>11</b>	<b>STR</b>	<b>0</b>	<b>AC</b>
<b>26</b>				<b>18</b>
<b>Spd</b>	<b>14</b>	<b>CON</b>	<b>2</b>	<b>Fort</b>
<b>5</b>				<b>14</b>
<b>Init</b>	<b>10</b>	<b>DEX</b>	<b>0</b>	<b>Ref</b>
<b>+0</b>				<b>13</b>
	<b>20</b>	<b>WIS</b>	<b>5</b>	<b>Will</b>
				<b>17</b>
	<b>8</b>	<b>CHA</b>	<b>-1</b>	

20 Passive Insight

15 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	-3
Arcana	Intelligence	• 10
Athletics	Strength	-3
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	5
Endurance	Constitution	-1
Heal	Wisdom	• 10
History	Intelligence	• 10
Insight	Wisdom	• 10
Intimidate	Charisma	-1
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	• 10
Stealth	Dexterity	-3
Streetwise	Charisma	-1
Thievery	Dexterity	-3

• indicates a trained skill.

## Action Point

Base action points: 1



**Effect:** Gain a standard action this turn.

**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Mace:** +2 vs. AC, 1d8 damage

**Melee** weapon      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+0) damage.

**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Crossbow:** +2 vs. AC, 1d8 damage

**Ranged** weapon      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+0) damage.

**Level 21:** 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

## Blessing of Knowledge

At-Will ♦ Standard Action

**Mace:** +7 vs. AC, 1d8+5 damage

**Melee** weapon      **Target:** One creature

*You lay into a foe, the attack revealing an opening that your ally can exploit.*

**Keywords:** Divine, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wis modifier (+5) damage.

**Effect:** One ally within 5 squares of you gains combat advantage against the target until the end of your next turn.

Additional Effects

Cleric Attack 1

## Singing Strike

At-Will ♦ Standard Action

**Mace:** +7 vs. AC, 1d8+5 damage

**Melee** weapon      **Target:** One creature

*Your weapon sings with holy power and glows from the presence of your deity.*

**Keywords:** Divine, Radiant, Thunder, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wis modifier (+5) radiant and thunder damage.

**Effect:** The target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

## Smite Undead

Encounter ♦ Standard Action

**Mace:** +7 vs. Will, 2d8+5 damage

**Melee** weapon      **Target:** One undead creature

*You scorch an undead foe with your weapon, driving it back and then binding it in place.*

**Keywords:** Channel Divinity, Divine, Radiant, Weapon

**Attack:** Wisdom vs. Will

**Hit:** 2[W] + Wis modifier (+5) radiant damage, and you push the target a number of squares up to 3 + your Con modifier (+2). The target is immobilized until the end of your next turn.

**Miss:** Half damage.

**Special:** You can use only one channel divinity power per encounter.

Additional Effects

## Thought Twister

Encounter ♦ Standard Action

**Mace:** +7 vs. AC, 2d8+5 damage

**Melee** weapon      **Target:** One creature

*You ask your god to bless your action as you swing your weapon, hoping to knock some sense into your enemy.*

**Keywords:** Divine, Psychic, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wis modifier (+5) psychic damage.

**Effect:** Until the end of your next turn, the target takes a -2 penalty to attack rolls and its next saving throw.

Additional Effects



**Nimbus of Holy...**  
Daily ♦ Standard Action

**Mace:** +7 vs. Will, 1d8+5 damage

**Close burst 1**      **Target:** Each enemy in the burst

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*A nimbus of radiant energy flashes from your weapon, creating a pattern of gleaming runes that offer protection to your allies and agony to your enemies.*

**Keywords:** Divine, Radiant, Weapon

**Attack:** Wisdom vs. Will

**Hit:** 1[W] + Wis modifier (+5) radiant damage.

**Effect:** Each ally within 2 squares of you gains a +2 power bonus to all defenses. The bonus lasts until the end of the encounter.

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Additional Effects

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Cleric Attack 1      Used

**Healing Word**  
Encounter (Special) ♦ Minor Action

**Unarmed:**

**Close burst 5** (10 at 11th level, 15 at 21st level)      **Target:** You or one ally in the burst

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*You utter a soothing word that mends wounds of the body and spirit.*

**Keyword:** Healing

**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.

**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

**Oghma Domain Features and Powers:** each ally in the burst gains a +1 bonus to the next saving throw he or she makes before the end of your next turn

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Additional Effects

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Cleric Utility      Used

**Heroic Effort**  
Encounter ♦ No Action

**Personal**

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*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

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Additional Effects

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Human Racial Power      Used

**Knowledge to Spread**  
Encounter ♦ Minor Action

**Close burst 3**      **Target:** You and each ally in the burst

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*Thoughts run through the minds of you and your allies, each idea particular to the task to which you set yourselves.*

**Keywords:** Channel Divinity, Divine

**Effect:** The next time the target makes a skill check before the end of your next turn, the target gains a +2 power bonus to the check.

**Special:** You can use only one channel divinity power per encounter.

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Additional Effects

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Cleric Utility 1      Used

**Sudden Inspiration**  
Encounter ♦ Immediate Interrupt

**Close burst 10**      **Target:** The triggering creature

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*You gain a divine perspective into how a challenge can be surmounted, the thought arriving in the nick of time.*

**Keyword:** Divine

**Trigger:** You or one ally in the burst fails a skill check.

**Effect:** The target gains a power bonus to the skill check equal to your Wis modifier (+5).

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Additional Effects

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Cleric Utility 1      Used